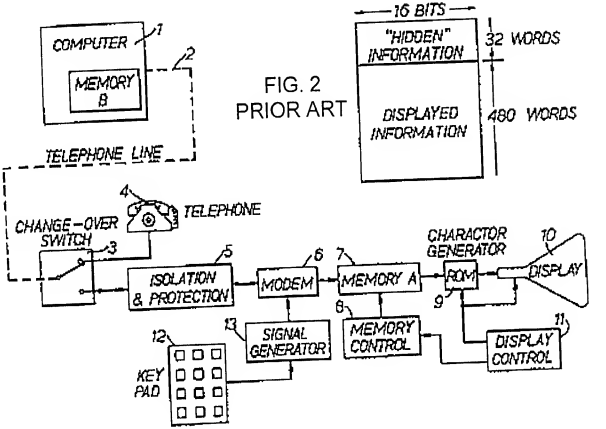


FIG. 1
PRIOR ART

FIG. 2
PRIOR ART

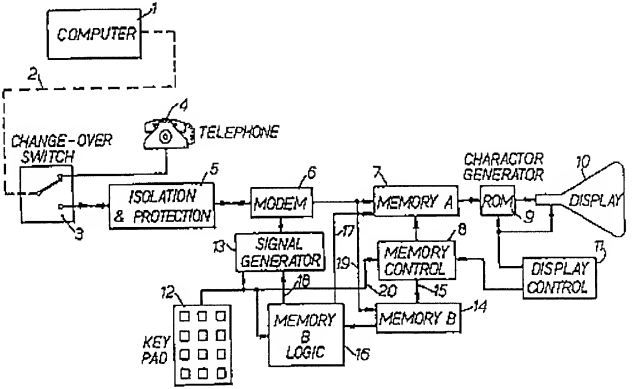


FIG. 3
PRIOR ART

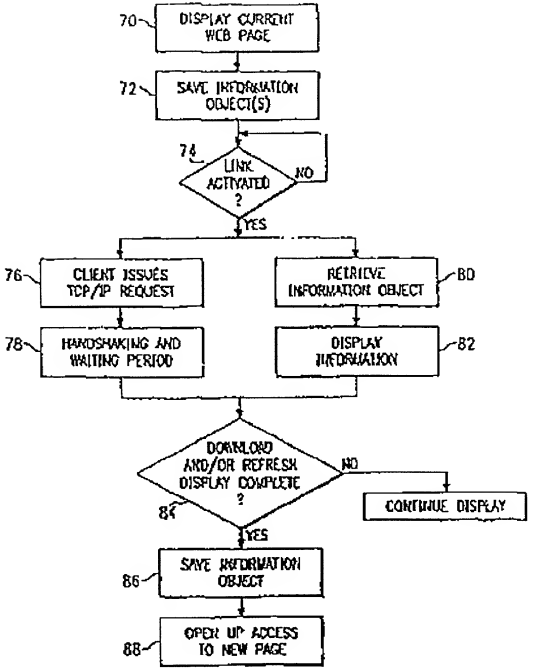


FIG. 4
PRIOR ART

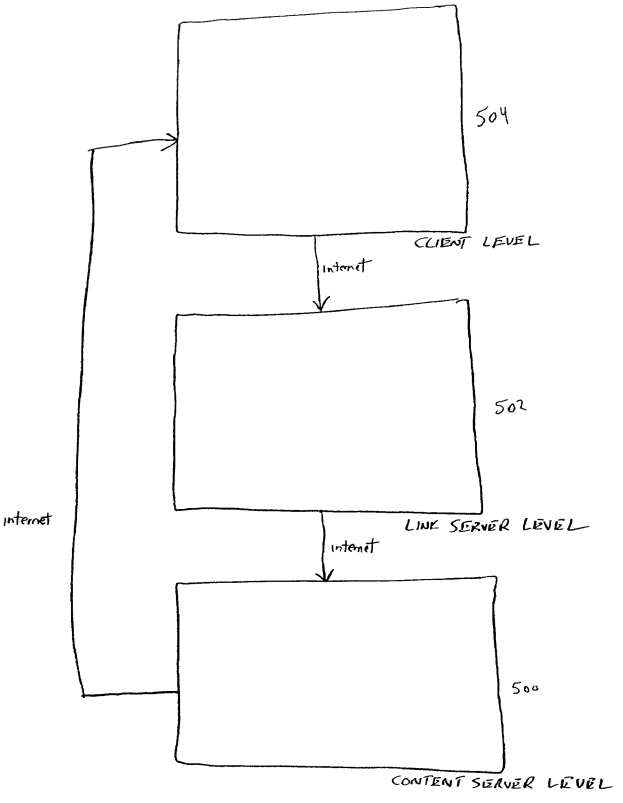
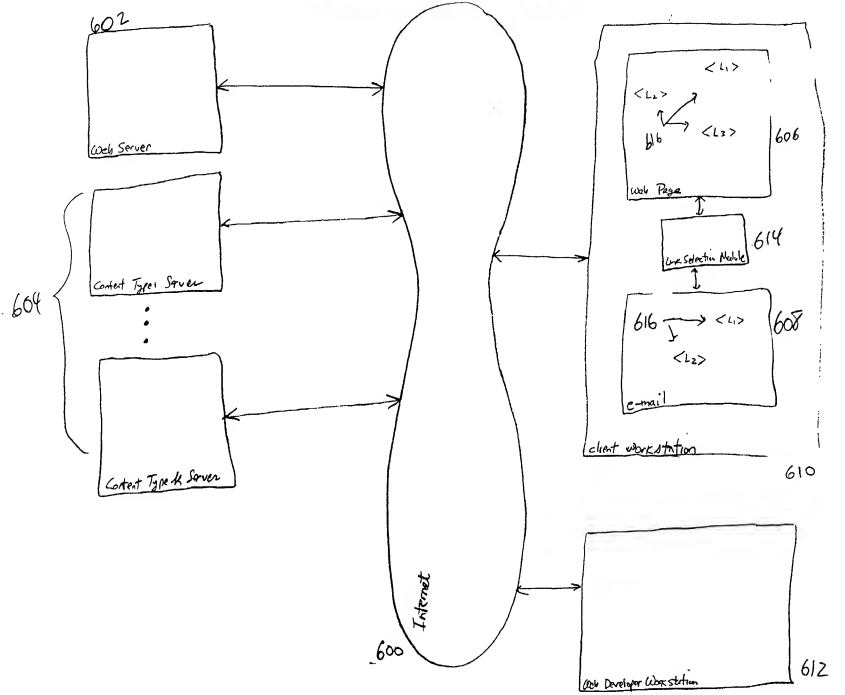
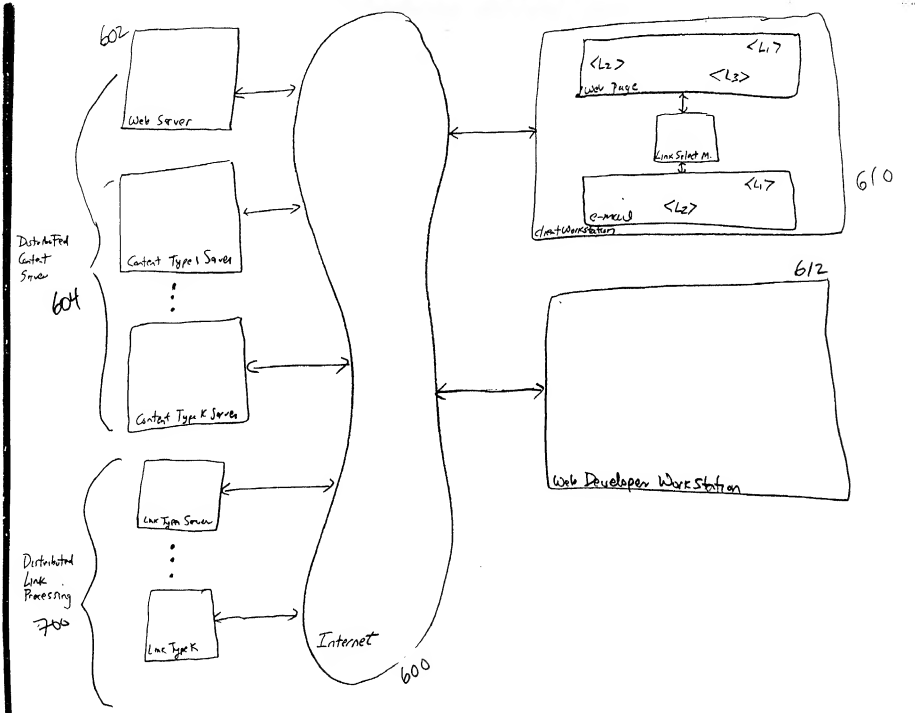


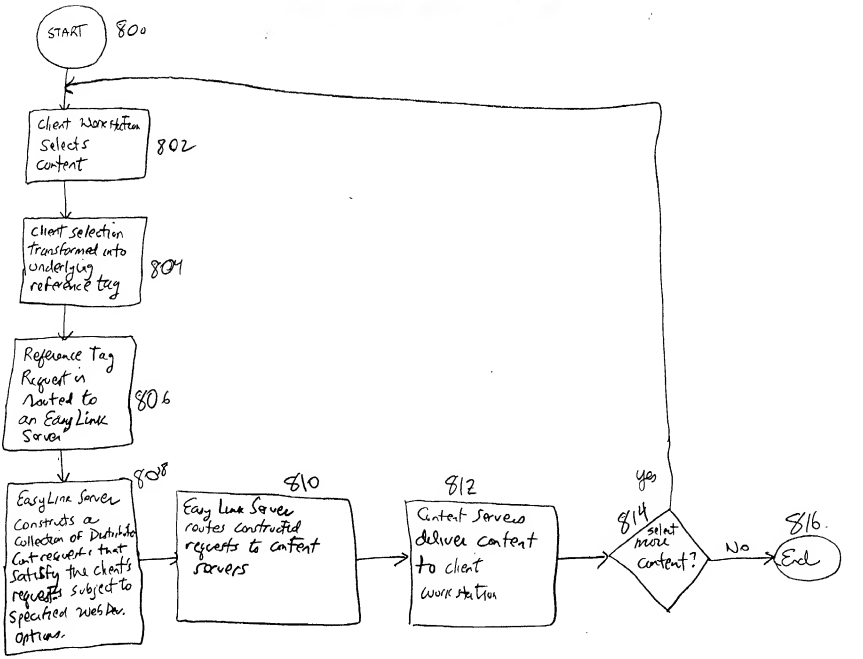
Figure 5 : Network Architecture Showing the Link Server Level



Linking Distributed Content over the Internet : Figure 6



Distributed Link Processing : Figure 7



Distributed Link Processing Figure 8

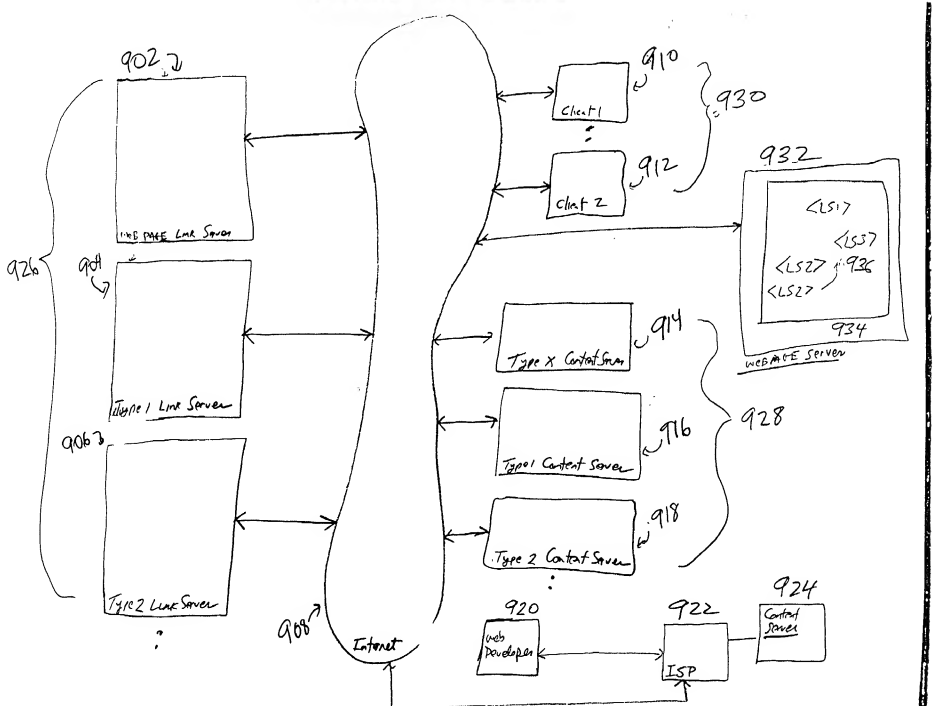


Figure 9 : Distributed Information Link Processing

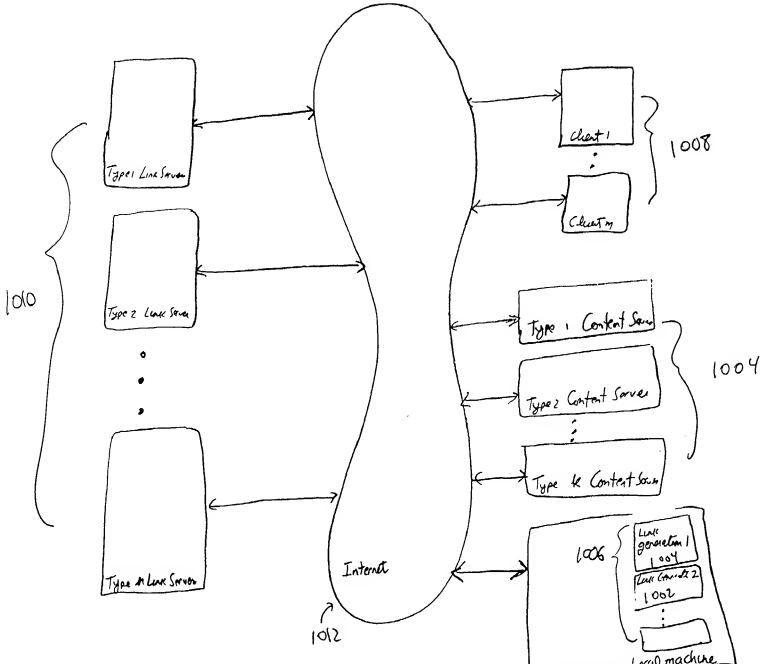


Figure 10 Web Development using automatic link generation

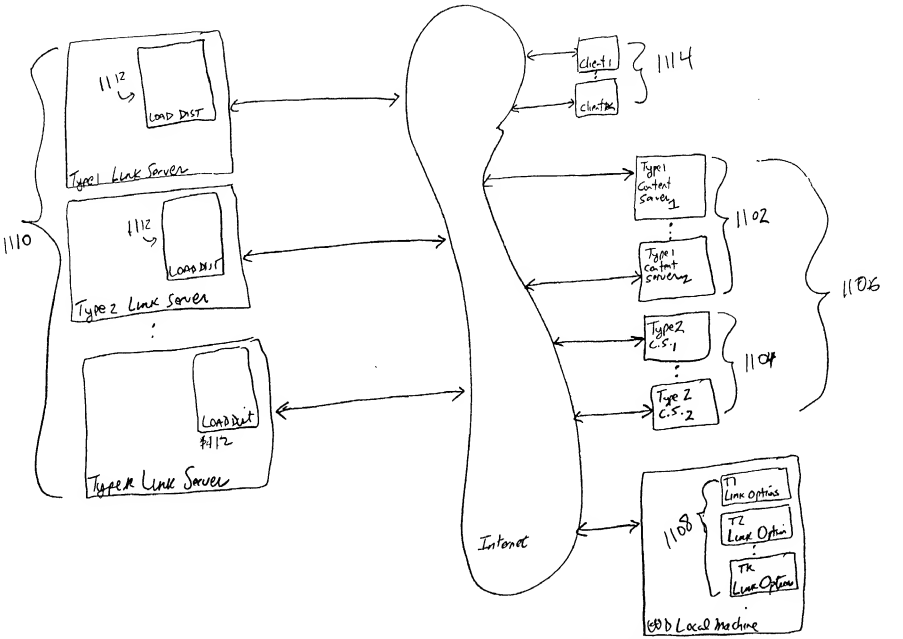


Fig 11 Distributed Information Link Processing embodiment with option for content distribution

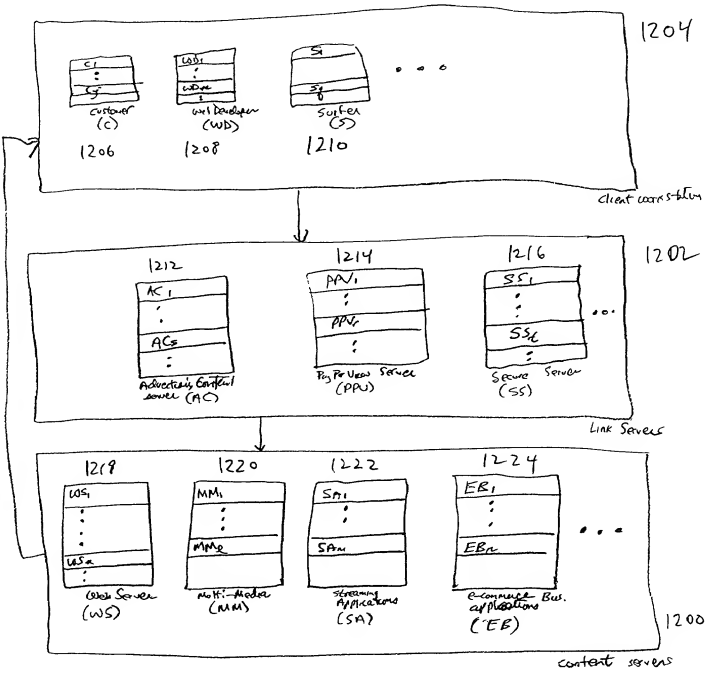


Figure 12 : Sharing Categorization of Links by Application Requirements.

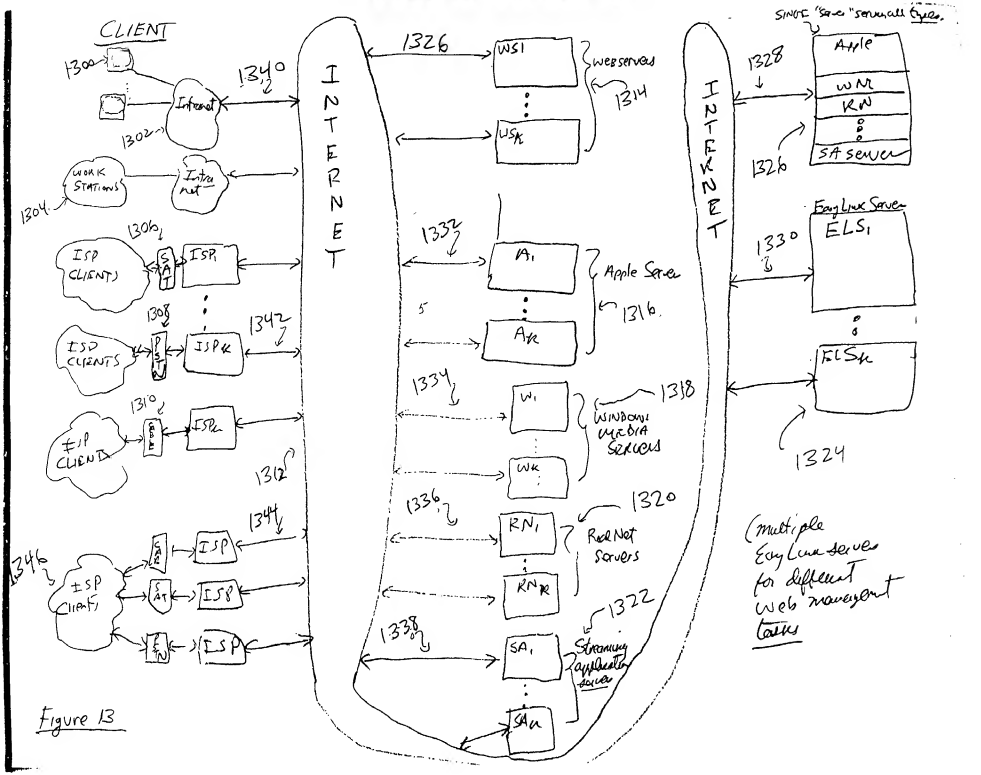
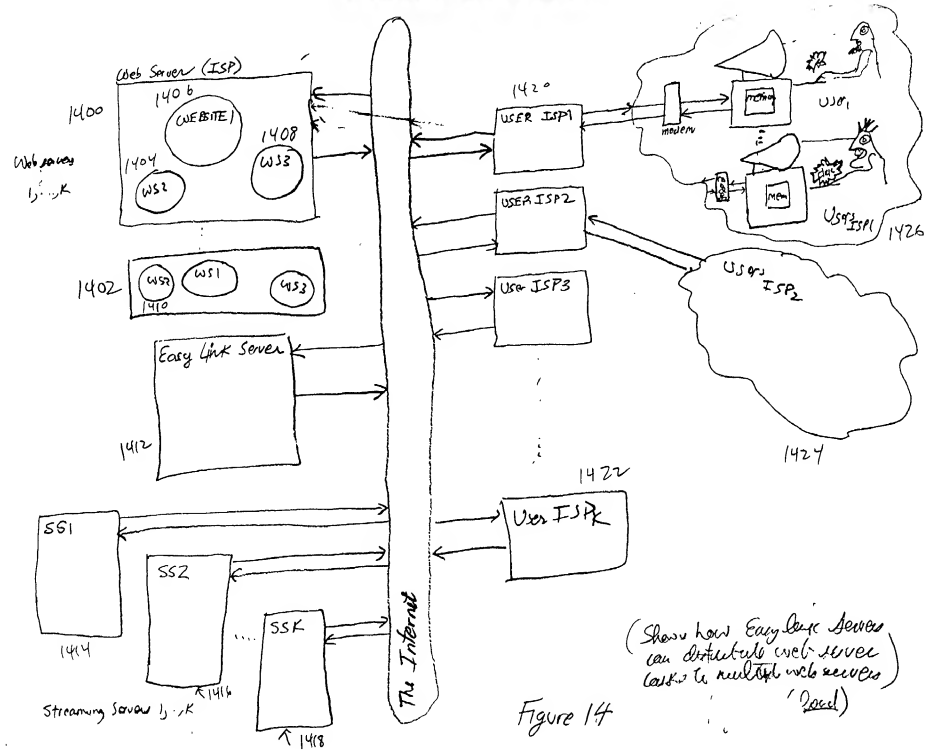


Figure 13



(Shows how Easy Link Server can distribute web server tasks to multiple web servers (local))

Figure 14

MMF = My Media File

STATIC CONFIGURATION

15

Memory Utilization of a 1 movie clip configuration without Easy Link

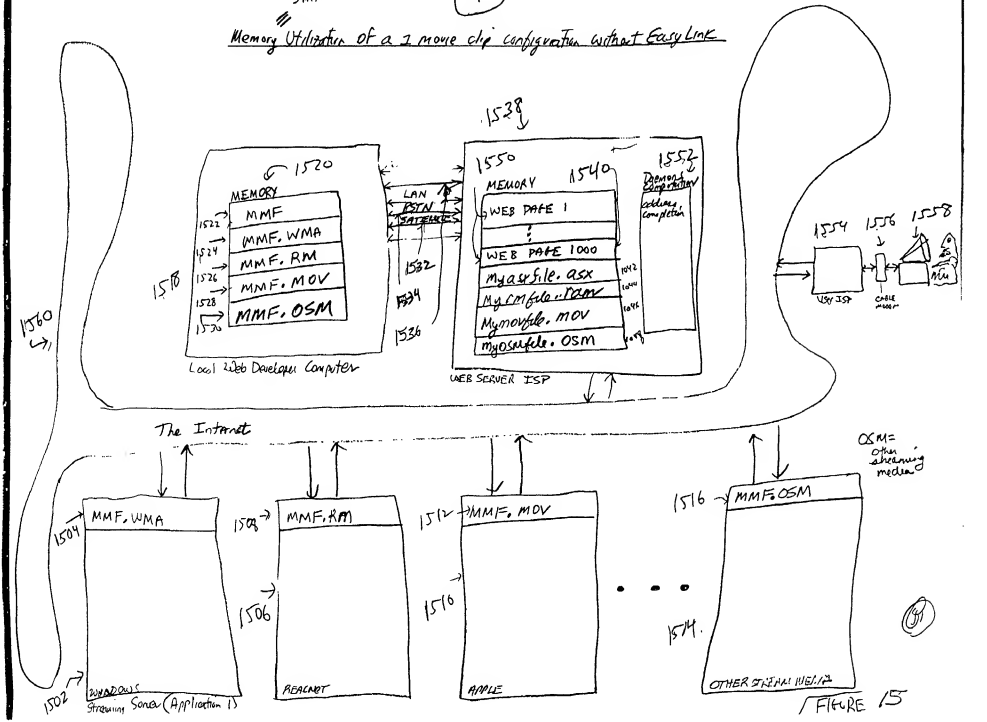


FIGURE 15

Memory Utilization of a 1 movie clip configuration With Easy Link

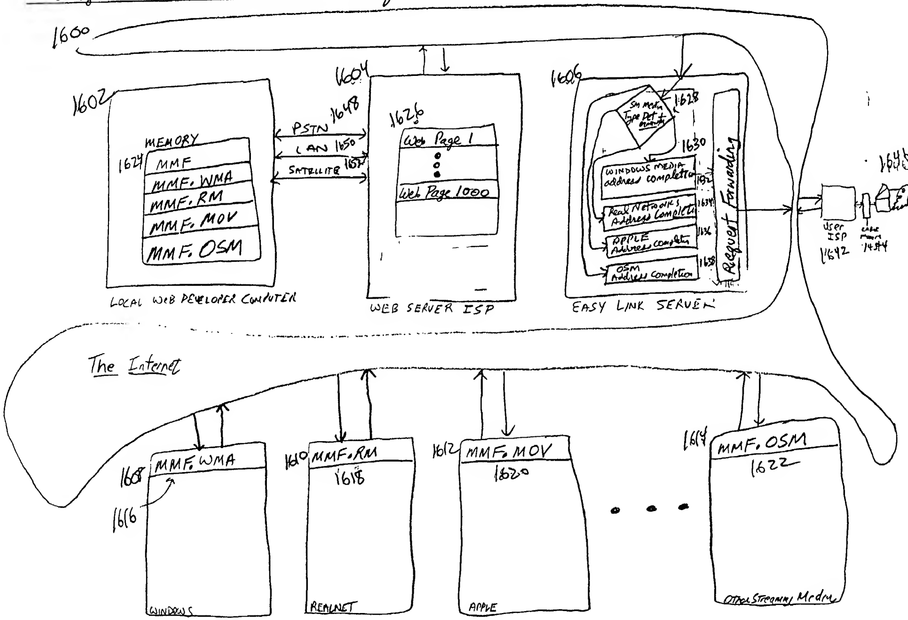


FIGURE 16

Example EasyLink Process for one consumer/one type of content.

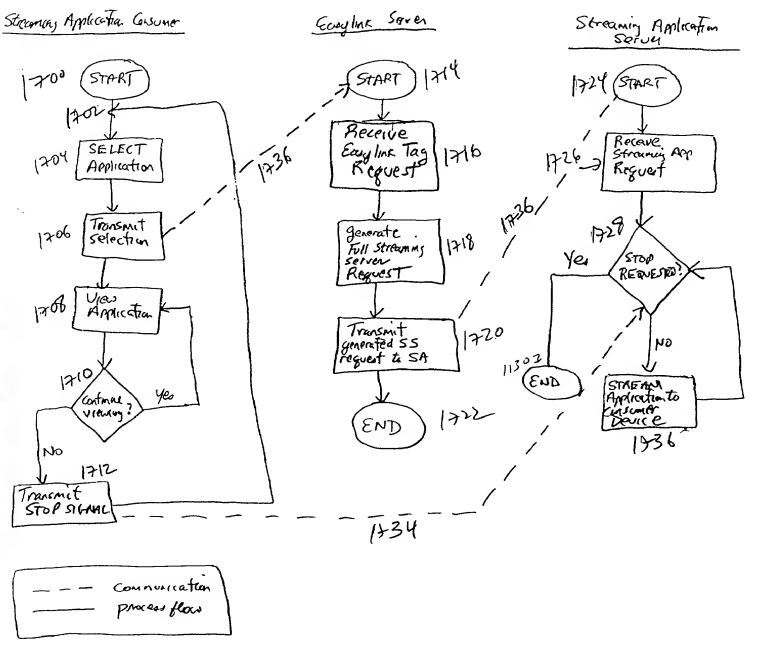


FIGURE 17

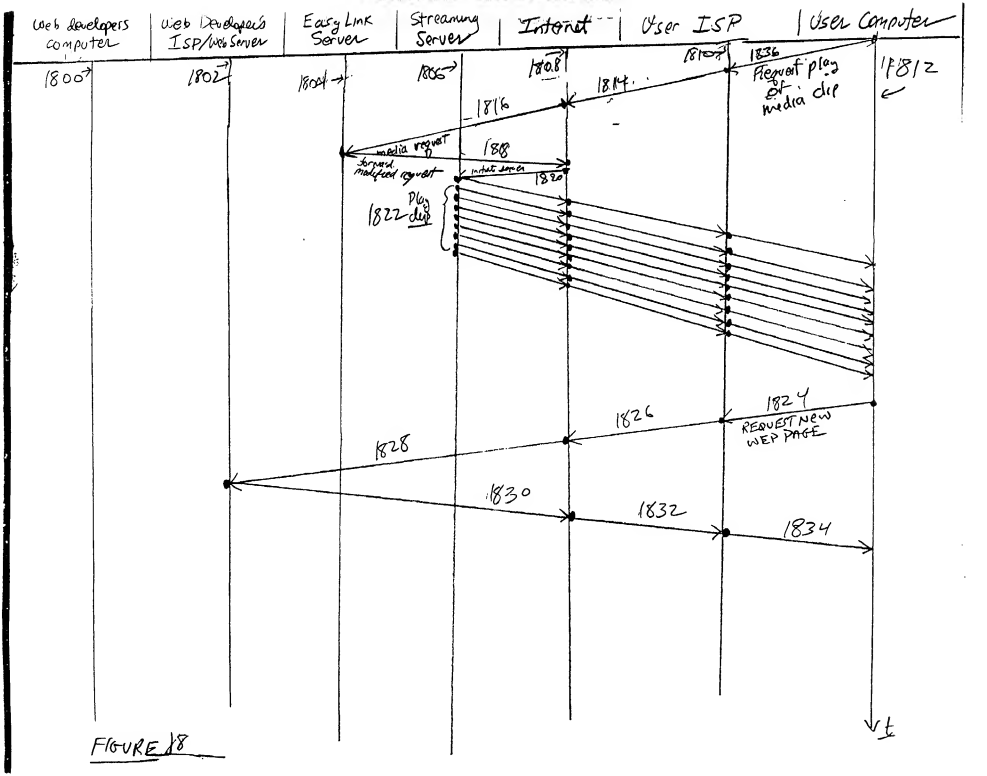

Web developers computer
Web Developers ISP/Web Server
Easy Link Server
Streaming Server
Internet
User ISP
User Computer
1800
1802
1804
1806
1808
1810
1812
1814
1816
1818
1820
1822
1824
1826
1828
1830
1832
1834
1836
media request
forward modified request
initiate session
Play data
Request play of media clip
REQUEST NEW WEB PAGE
t

FIGURE 18

Memory Organization Example for Web Developer's Computer Supporting EasyLink Process

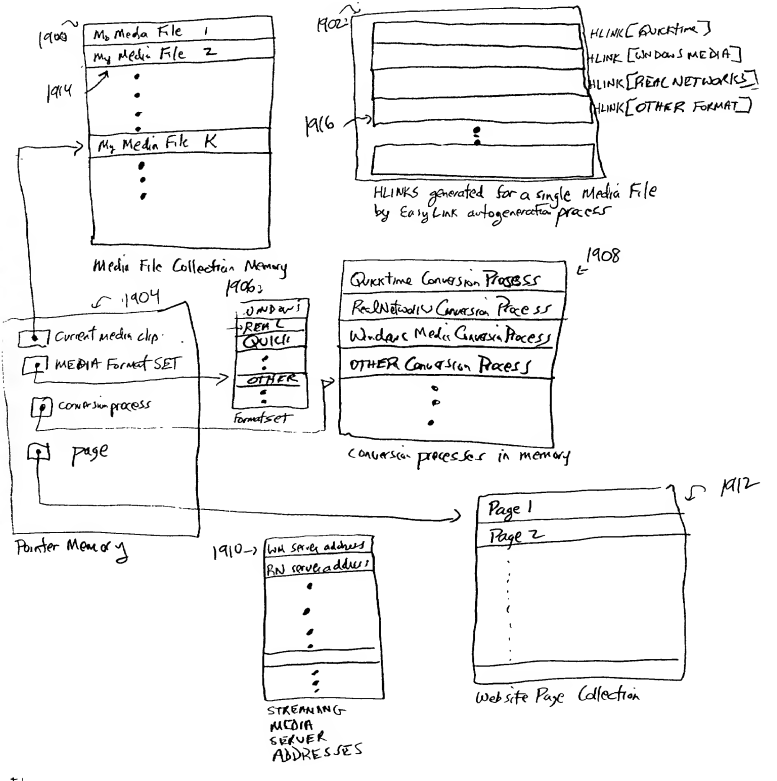
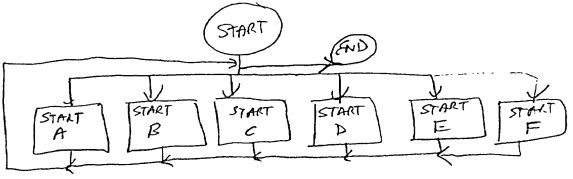


FIG 19

Website


START
END
START A
START B
START C
START D
START E
START F

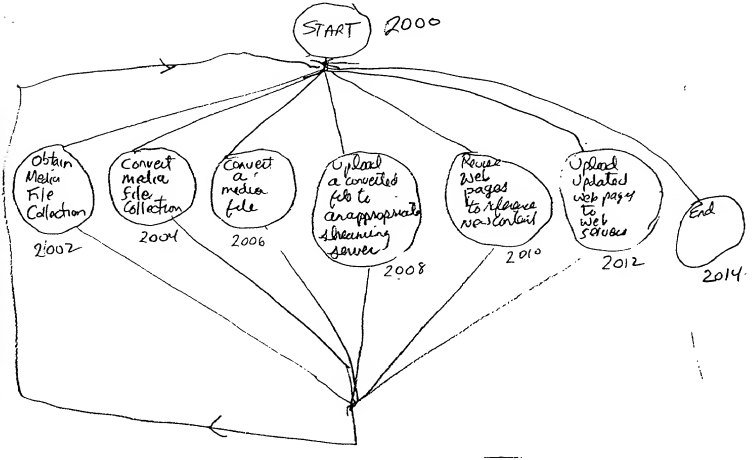
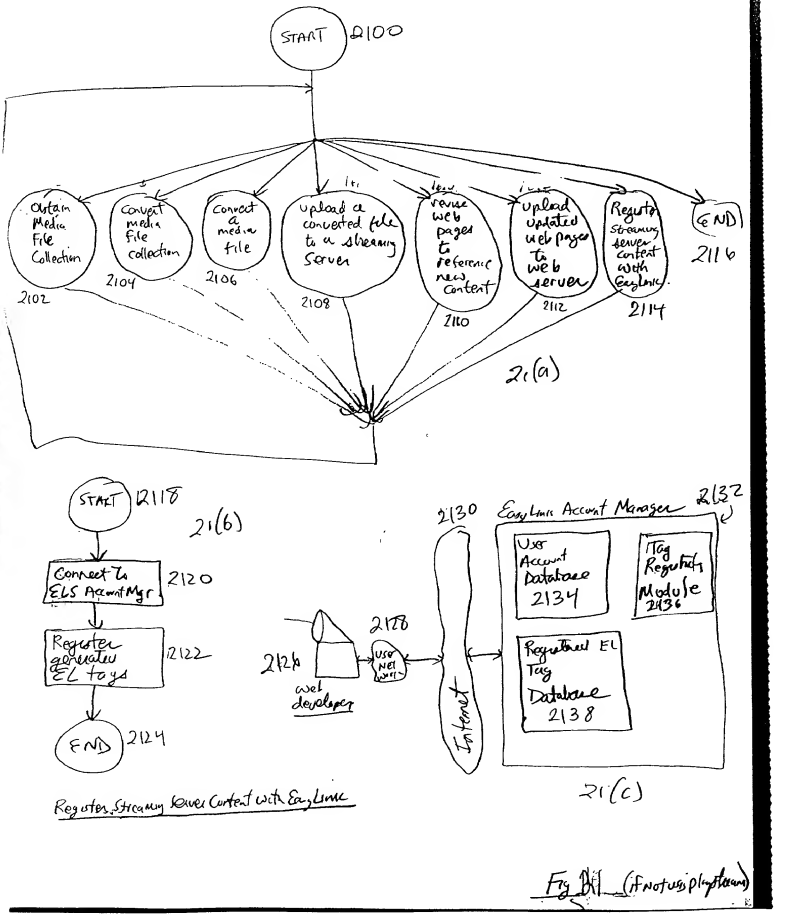

START
2000
Obtain Media File Collection
2002
Convert media file Collection
2004
Convert a media file
2006
Upload a converted file to an appropriate streaming server
2008
Review web pages to reference new content
2010
Upload updated web pages to web servers
2012
End
2014

Fig 20


START
2100
Obtain Media File Collection
2102
Convert media file collection
2104
Connect a media file
2106
Upload a converted file to a streaming server
2108
Browse web pages to reference new content
2110
Upload updated web pages to web server
2112
Register streaming server content with EasyLink
2114
END
2116
21(a)
START
2118
21(b)
Connect To ELS Account Mgr
2120
Register generate EL tags
2122
END
2124
2126
web developer
2128
User Net work
2130
Internet
EasyLink Account Manager
2132
User Account Database 2134
Tag Registry Module 2136
Registered EL Tag Database 2138
21(c)
Register Streaming Server Content with EasyLink
Fig 2B1 (if not using playstream)

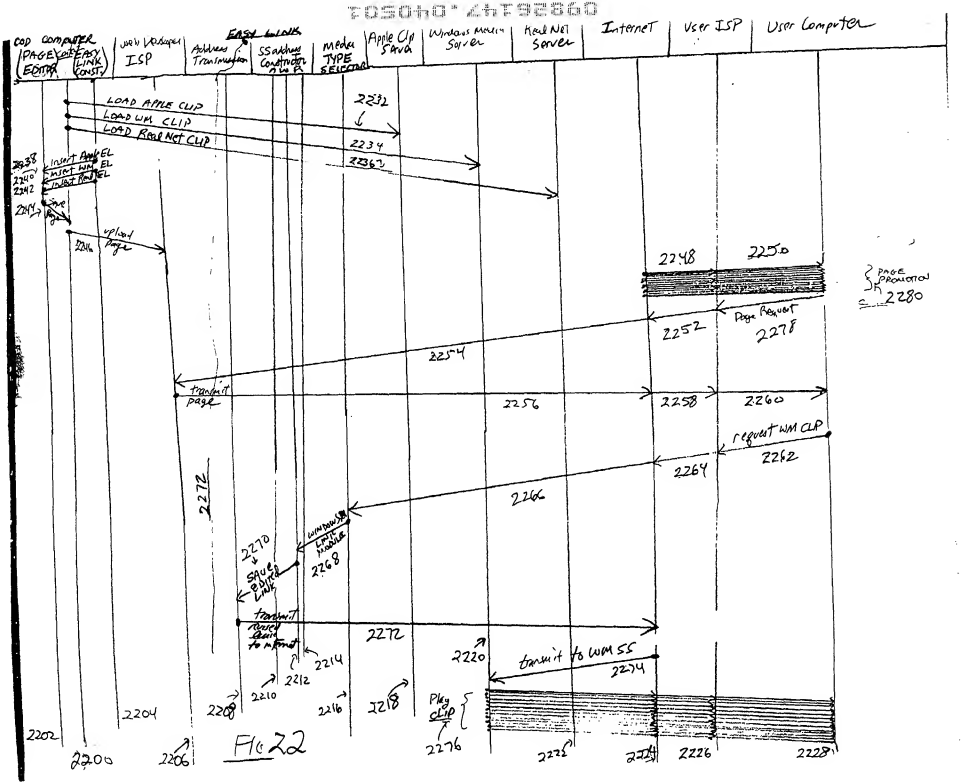
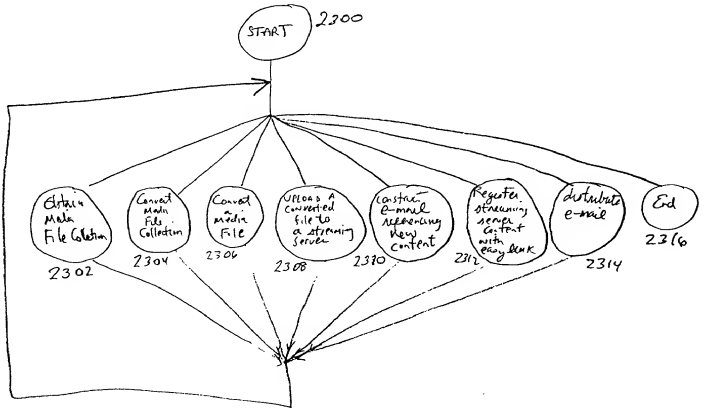


FIG 22



Exemplary Process for e-mail distribution Fig 23

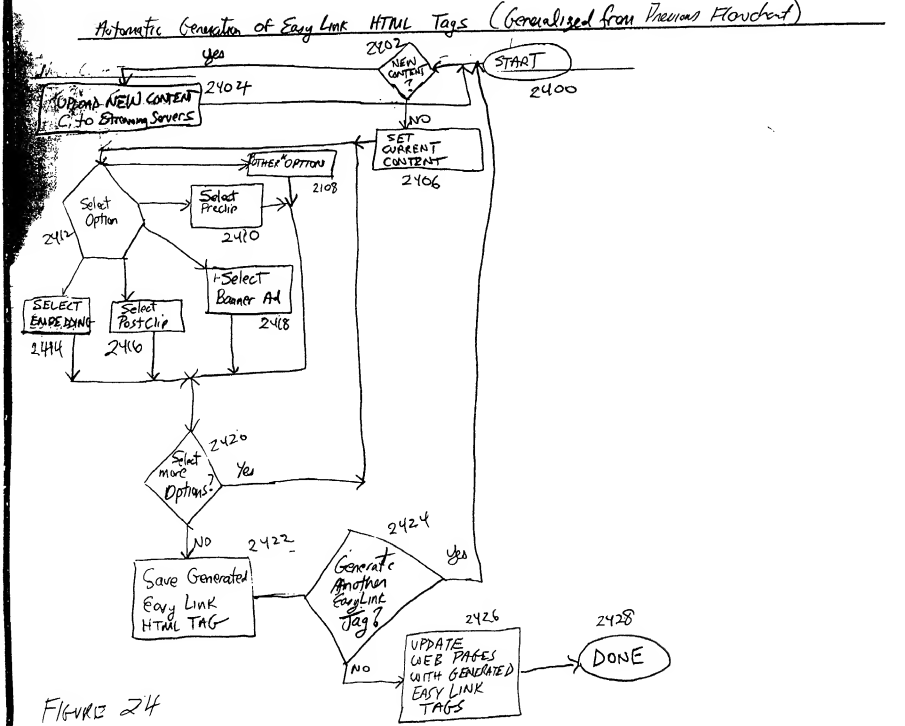


FIGURE 24

Figure "25"

Memory Organization supporting Automatic Generation of Easy Link Tags

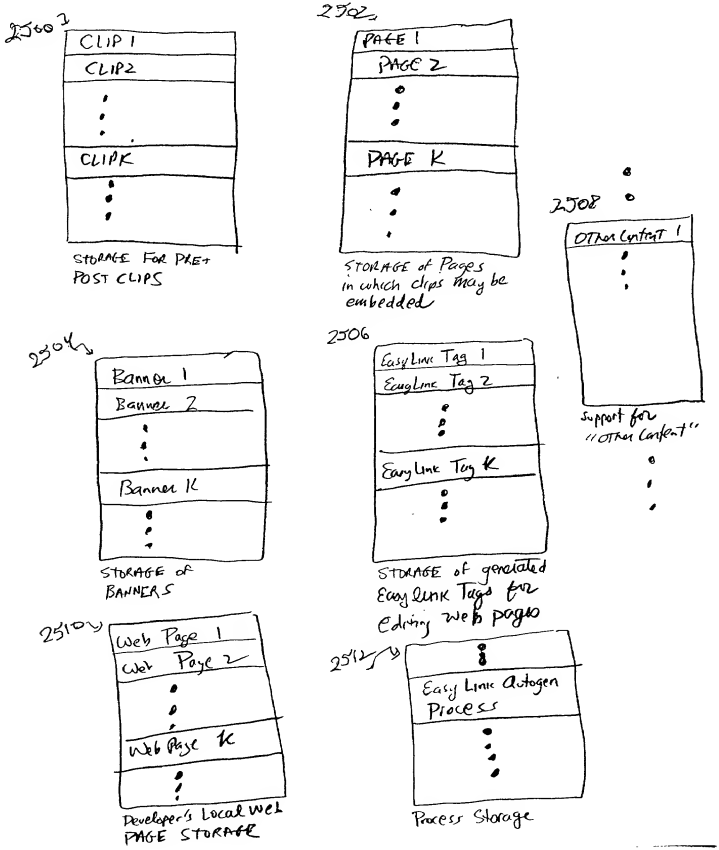
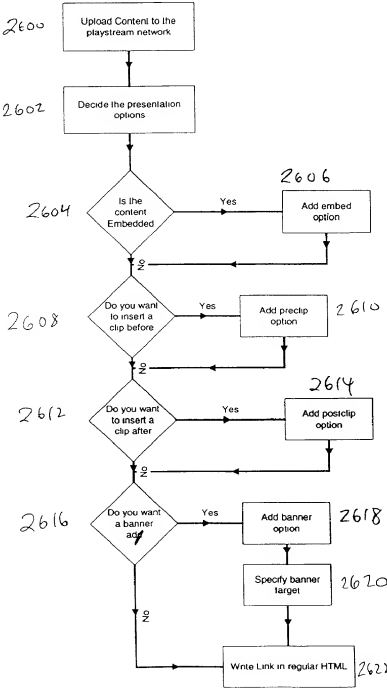


FIGURE 26

EasyLink Server Link Generation Flow Chart

options identical for all formats



EasyLink Diagram

EasyLink enables the Web site developer to link Web pages (or email) to media files on streaming servers with a new level of simplicity. EasyLink does not require the user to understand the complexities in linking streaming media to their Web page (or to an email) as this application remains transparent to the end user. This includes the linking of RealNetwork's RealMedia files, Microsoft's WindowsMedia files, Apple's QuickTime files. Before EasyLink, a Web site developer had to manage three separate files to enable a media file to stream to a Web page: a) the Web Page from which the developer desires to provide the end-user with access to the media file over the Internet, b) a hidden "Simple Text" or reference file which contains the Internet address to the media file, and c) the media file. With EasyLink, the Web site developer eliminates step "b" (the reference file) and can link the Web page directly to the media file.

Under the current method, the Internet Service Provider (ISP) must properly configure the MIME-types on the Web server to recognize the reference file for each streaming media format (RealMedia, WindowsMedia, QuickTime). As EasyLink dynamically links directly from the Web page to the Streamlig servers, the absence of using the reference files also removes the need for the ISP to properly configure the MIME-types on the Web server.

EasyLink also enables the Web site developer to use a standard hyperlink ("href" link) on a Web page that now points directly to their media on the streaming server. Before EasyLink, the user would have to learn each streaming media format's specific linking requirements, and protocols to use. Thus, by simplifying the linking method required to stream audio or video onto a Web page, the Web site developer benefits from a new level of simplicity as well an ability to quickly deploy streaming media onto a Web site

Due to EasyLink's modular architecture, the benefits of EasyLink will be extended to include other capabilities including, but not limited to: Digital Rights Management, Content Syndication and Application Streaming.

Responding to Changes in Streaming Application Server Requirements under Easylink Server

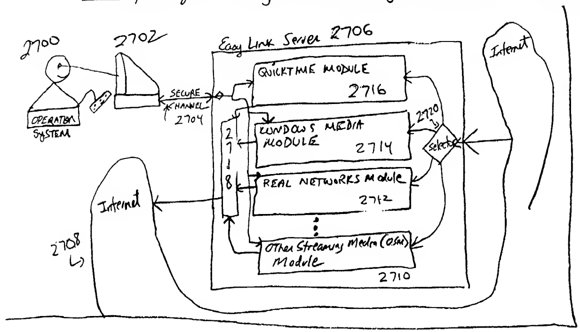


Fig. 27(a)

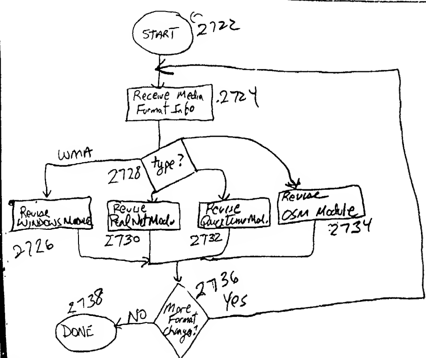
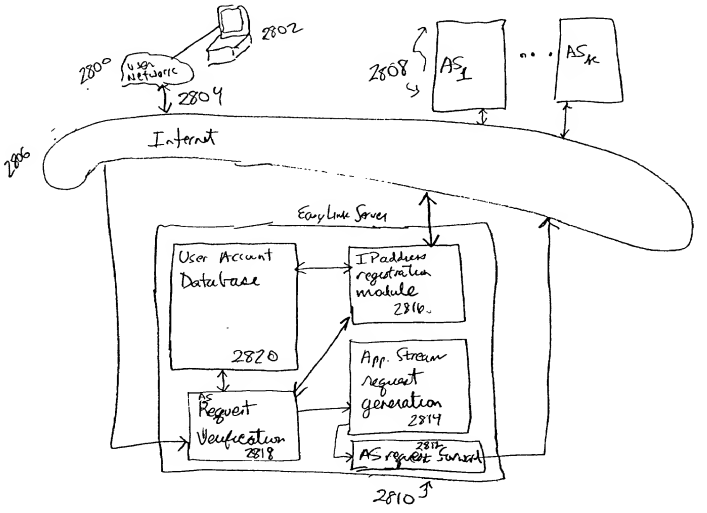
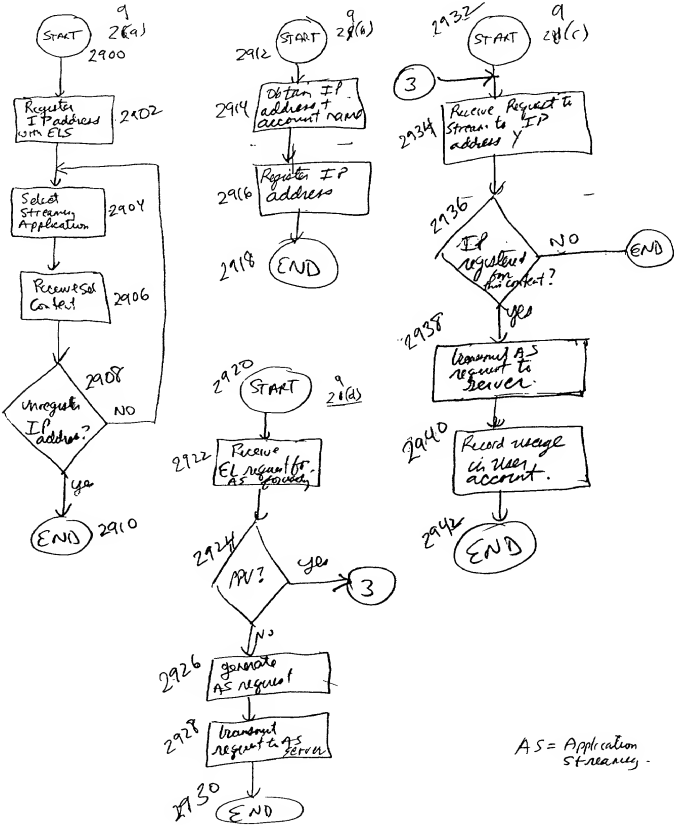


Fig 27(b)



Embodiment showing ECS showing PPV capability. Fig 28



AS = Application Streaming.

Example of Using Early Link for Paying for content. Figure 29

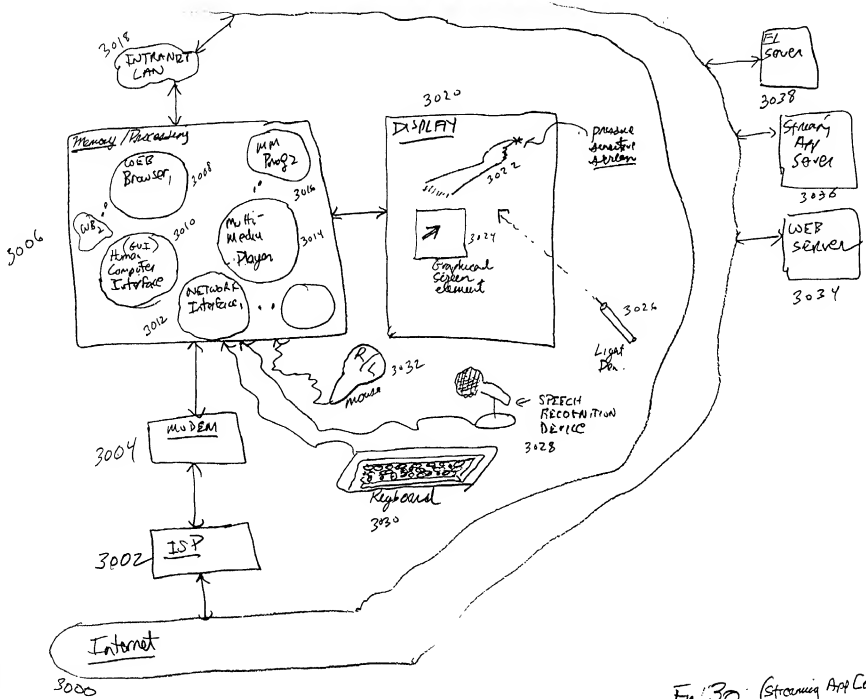


Fig 30 (Streaming App Consumer)

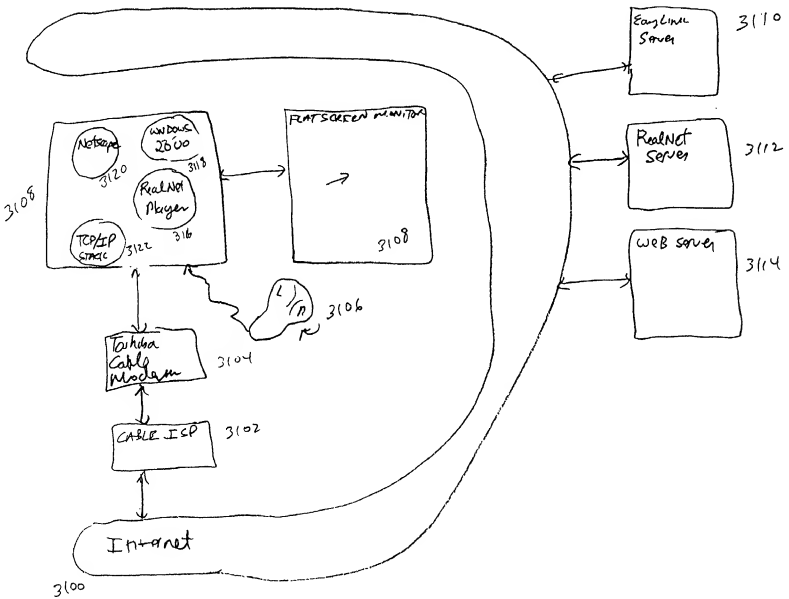


Fig 31

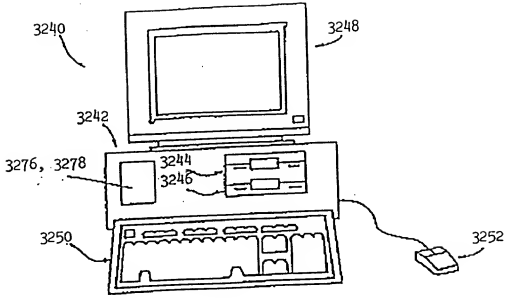

3240
3248
3242
3276, 3278
3244
3246
3250
3252

FIG. 32

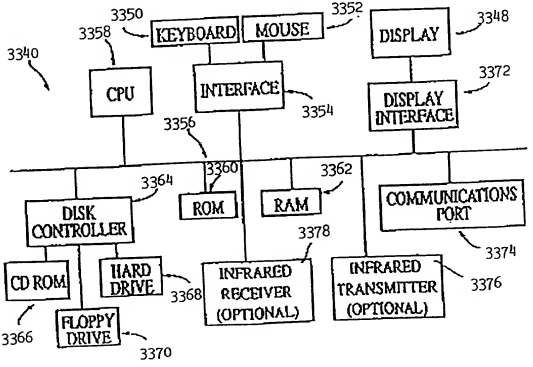

3350
KEYBOARD
MOUSE
3352
DISPLAY
3348
3358
3340
CPU
INTERFACE
3354
3372
DISPLAY INTERFACE
3356
3360
3362
3364
ROM
RAM
COMMUNICATIONS PORT
DISK CONTROLLER
3378
3374
CD ROM
HARD DRIVE
3368
INFRARED RECEIVER (OPTIONAL)
INFRARED TRANSMITTER (OPTIONAL)
3376
3366
FLOPPY DRIVE
3370

FIG. 33

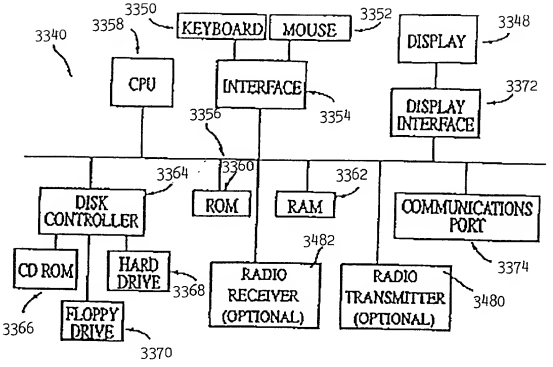

3350
3358
KEYBOARD
MOUSE
3352
DISPLAY
3348
3340
CPU
INTERFACE
3354
3372
DISPLAY INTERFACE
3356
3364
3360
3362
DISK CONTROLLER
ROM
RAM
COMMUNICATIONS PORT
3482
CD ROM
HARD DRIVE
3368
RADIO RECEIVER (OPTIONAL)
RADIO TRANSMITTER (OPTIONAL)
3374
3480
3366
FLOPPY DRIVE
3370

FIG. 34

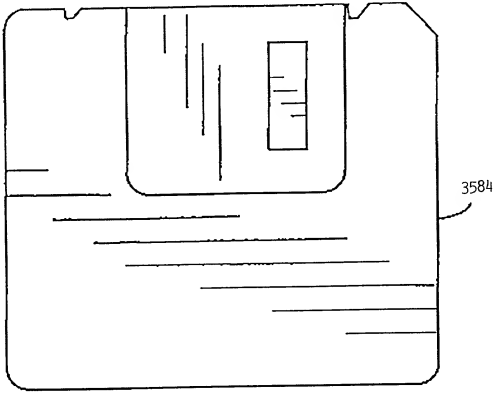


FIG. 35